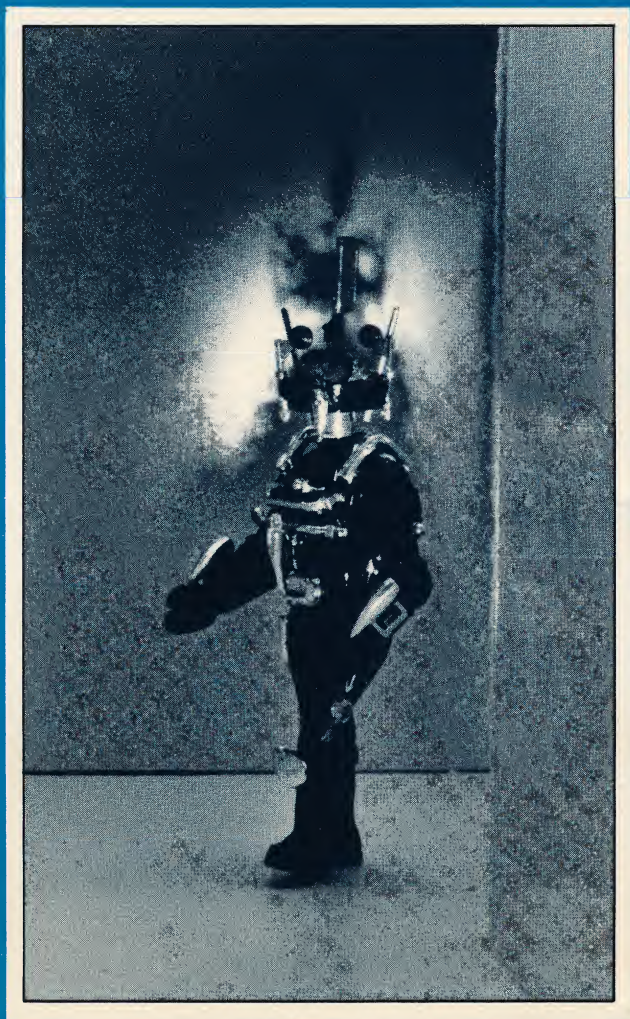


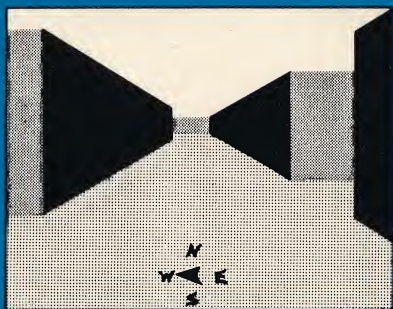
ATARI™

CAPTIVITY

Requires Joystick / 24k



Program Design, Inc. 11 Idar Court, Greenwich, Conn. 06830
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The Olympics, in the year 2000, feature a new event — the first designed to test the athlete's mind. A robot is placed deep inside a maze and relays visual information to a computer in front of the athlete. With the aid of a 3-D view on the screen in front of him or her, the athlete must guide the robot through the maze as fast as possible. If the athlete chooses, he or she can consult a map and the robot's compass, but this will cost points and time.

The event is called **Captivity**.

The game features machine-language routines, 5-color, high-resolution graphics, sound effects, an infinite variety of mazes and 20 game variations making it the most advanced maze game available to the ATARI owner.



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ATARI CAPTIVITY

Requires Joystick / Junior High School and Older / 24



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The Olympic Games in the year 2000 AD will feature a new event—the first designed to test the strength of an athlete's mind. A robot, placed deep inside a maze, relays visual information to a computer in front of the athlete. With only the aid of the three-dimensional view on the screen, the athlete must guide the robot through the maze as quickly and efficiently as possible. The athlete's score, if he or she is successful, is based on the number of moves taken to complete the maze and the amount of time spent inside the maze. If desired, the athlete may consult an overhead view of the maze in order to determine his or her location. Also, the robot's compass may be used to obtain a bearing check. The use of either device, however, will cost points. The name of the event, appropriately, is *Captivity*.

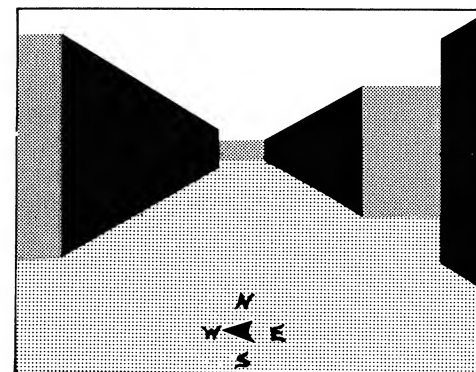
To Begin

To engage in a game of *Captivity*, you must first **CLOAD** the program (see the enclosed pamphlet for loading hints.) After the program has loaded, **RUN** it, but do not remove the tape or press the **STOP** key. The Program Design, Inc. logo will be drawn on the screen, the ATARI® will beep (just as it does for a **CLOAD**) and the tape will start running again (you don't need to press **RETURN**.) After this second portion has loaded, the ATARI® will beep again and you should load the final portion. *Captivity* will now **RUN** automatically.

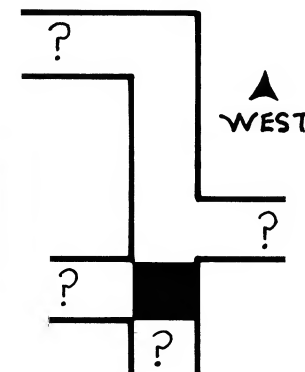
The title page on the screen specifies which of the twenty versions of *Captivity* you will be playing. Versions 1–10 include a compass and differ in the complexity of the maze (10 is the hardest.) Versions 11–20 are the same as versions 1–10; however, the compass is omitted. You may use the **SELECT** key to change the game version. Once the desired game has been selected, use the **START** key to begin play.

The Game

The ATARI® will first construct a random maze. The difficulty of the maze is based on your initial choice of games. This process takes about one minute, after which a solid square will be drawn in one of the outer corners of the finished maze. You must reach the corner diagonally opposite your starting position in order to escape the maze. There is only one path that will lead you from start to finish. The ATARI® will give you one minute to find and memorize as much of this path as possible before switching on your view from inside the maze.



3-Dimensional View



Overhead View

This illustration represents a typical view from inside a maze. There is a turn to your immediate left and another to the left at the end of the corridor. There is also a turn to the right, one move ahead. You are facing west (in the overhead view of the maze, left corresponds to west.)

The joystick is used to control your robot's movement's inside the maze (use the port farthest to the left.) Moving the stick forward will move the robot ahead one square. Moving the stick to the right or left will cause the robot to swivel to the right or left but remain in the same square. Moving the stick back will cause the robot to turn around. Finally, the joystick button will cause the screen to switch to an overhead view of the maze. This overhead view will remain on the screen until you press the button again. Note that if you should move forward into a square that you have already been in, the screen will dim and a low, humming noise will begin. Only by moving into a "virgin" square will conditions return to normal.

The Finish

You will know you have reached the exit only if you are directly facing it, in which case the corridor you are in will open up onto the horizon. Once you are this far, just keep walking toward the exit until you have left the maze.

Scoring

Your score will be based on the number of moves you take to complete the maze, the time it takes you to do so, how much time you spend looking at the overhead view and the skill level at which you play. After exiting the maze, you will be given two values, labeled points and score. Points is the total number of points you earned and score is points divided by the amount of time it took you to escape the maze.

Starting Over

To start over in the middle of a game, or after the game is over, press the **START** key.

IMPORTANT: Pressing the **BREAK** key will have no effect. Pressing the **SYSTEM RESET** key will remove the program from memory.

NOTE: You may find from time to time, that there will be a problem with one of the two types of views of the maze (overhead/internal) when the program is started over. This is, apparently, incurable and can only be corrected by reloading *Captivity* if it happens. Our apologies, if it does.

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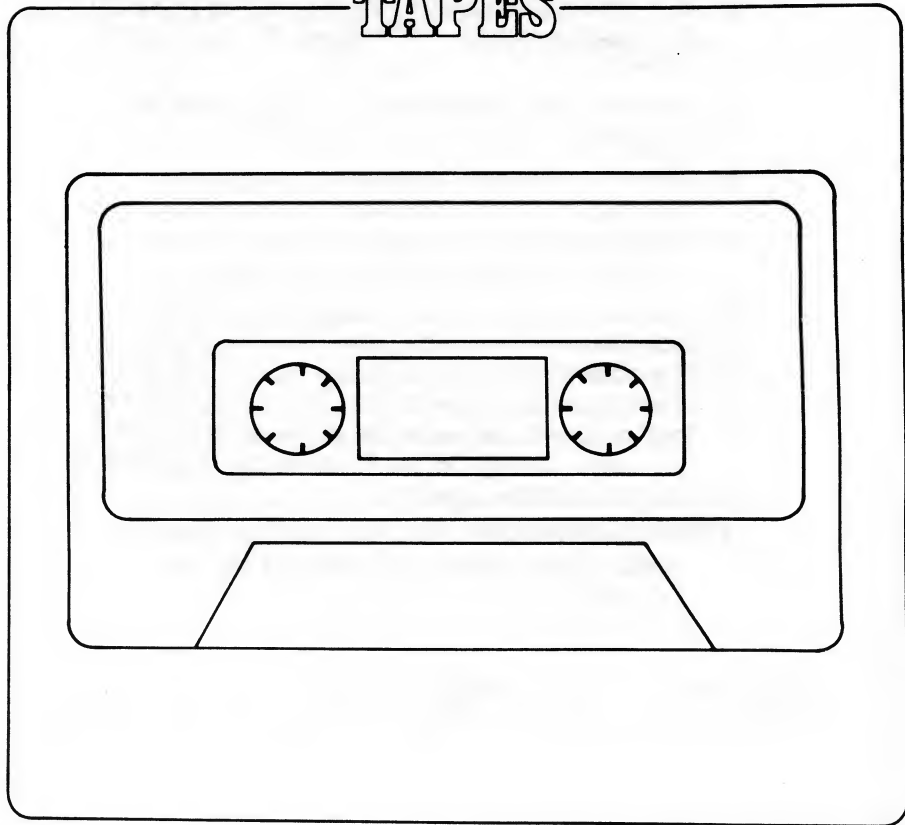
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Second Edition

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LOADING INSTRUCTIONS FOR **ATARI** TAPES™



Please read even if you know how to load cassettes!

1. All PDI courseware is written in BASIC. Make sure that the BASIC cartridge is in place.
2. If you are loading the first program on the cassette, rewind the cassette fully. Set the counter on the cassette machine to 000.
3. Push the PLAY button down on your cassette player. Type CLOAD and press RETURN twice. Your cassette player should start moving. You should hear within 27 seconds the program loading. The sound will come through your TV set.
4. After the program loads you can run the program. If the program requires voice, keep the PLAY button pressed on the cassette player.
5. Type RUN and press the RETURN key to start the program.
6. Many PDI cassettes have several programs recorded on a side. You will have to locate these programs. Once you load a program, the next program is designed to load right after it.
7. Here is one way to locate programs. Set the cassette counter to 000. Load the first program on the cassette. After the program loads, write down the number when the counter stops. Then load the next program, and write down the number where this stops loading. Do this for all of the programs on each side of the cassette.
8. For programs with voice, you must get past the audio portion before you can load the next program.

LOADING PROBLEMS

1. Two things can cause a program not to load – starting the load in the wrong place on the tape, and speed variations in the cassette player. While it is possible for a cassette to be defective, 90 percent of loading problems occur with the cassette player or the computer user.
2. Sometimes the leader (the colored ribbon at the beginning of the tape) on the cassette is too long. If you have trouble loading the first program on the cassette, rewind the cassette to 000, and then fast forward 2 or 3 counts on the counter before trying again.
3. Some cassette players have trouble with an entire side of a cassette. If this happens, and the same programs are on the B side, turn the cassette over and load from the other side.
4. Often, when a program fails to load on the first try, it will load on the second try.
5. The programs on a cassette have a pilot tone that precedes the actual program. When you CLOAD, the computer ignores everything on the tape for 9 seconds. For the next 18 seconds it looks for the pilot tone. If the computer finds anything other than the pilot tone, it may give an error message. The computer must find a program within 27 seconds of the CLOAD, or it will produce an error message.

9 Second Time Out

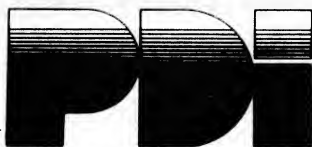
18 Seconds To Find Pilot Tone

Actual Program



PROGRAM LOCATION CHART

PROGRAM	START LOADING	FINISH LOADING
1	000	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		



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